Nintendo

Family Computer

FAMICOM FAMILY

GrandMaster

Instruction Manual

VRE-IE

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For this occasion, the Famicom cassette "Grand Master" uses a save battery. We sincerely appreciate your purchase. Thank you! Before you play Grand Master, we ask you please read this instruction manual for an optimal playing experience.

Usage Precautions

- After use, we kindly urge you to always unplug the AC adapter from the socket.
- Please play the game at a distance from your TV screen.
- For your health, it is advised that after long-term play sessions over two hours, you should take a 10 to 15-minute break.
- These precision machines are sensitive to extreme temperature conditions. Avoid storing or using in such contexts to avoid getting shocked. Please do not attempt to disassemble this product in any way, shape, or form.
- Please do not touch the terminals or let them come in contact with water. Tampering with electronics risks physical damage to you and/or your electronic devices.
- Please do not try to clean cartridge contacts with liquid substances such as paint thinner, gasoline, alcohol, etc.

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Game Story

——— Grand Master.

Just exactly how many tales do those two words evoke? One man traveled across many continents, injuring and defeating the King Dragon who sought to rule these continents. Thus, he rescued the princess who had been kidnapped and took her hand in marriage. One man prevented the resurrection of the Mythic Beast, who it was said would destroy the world. This man defeated the mage who sought to revive the beast, bringing peace to the kingdom, and thus, they say wealth and glory were his. Yet another man ventured into the underground labyrinth deep beneath a castle. He dodged a myriad of traps, slew horrifying monsters, and obtained the mysterious treasure said to have been hidden deep within the labyrinth. Thus, he became ruler of a powerful kingdom.

The Grand Master is also known as the King of Swords, one who stands above all other swordsmen. In other words, the Grand Master's fencing skills are acknowledged by all. There was a time when countless adventurers fought and killed each other for this very title... That is just how difficult and dangerous it is to attain... Nevertheless, there is no end to the people seeking to attain the title of "Grand Master." For you see, whoever obtains this title gains notoriety as a swordsman and is admired by all other swordsmen.

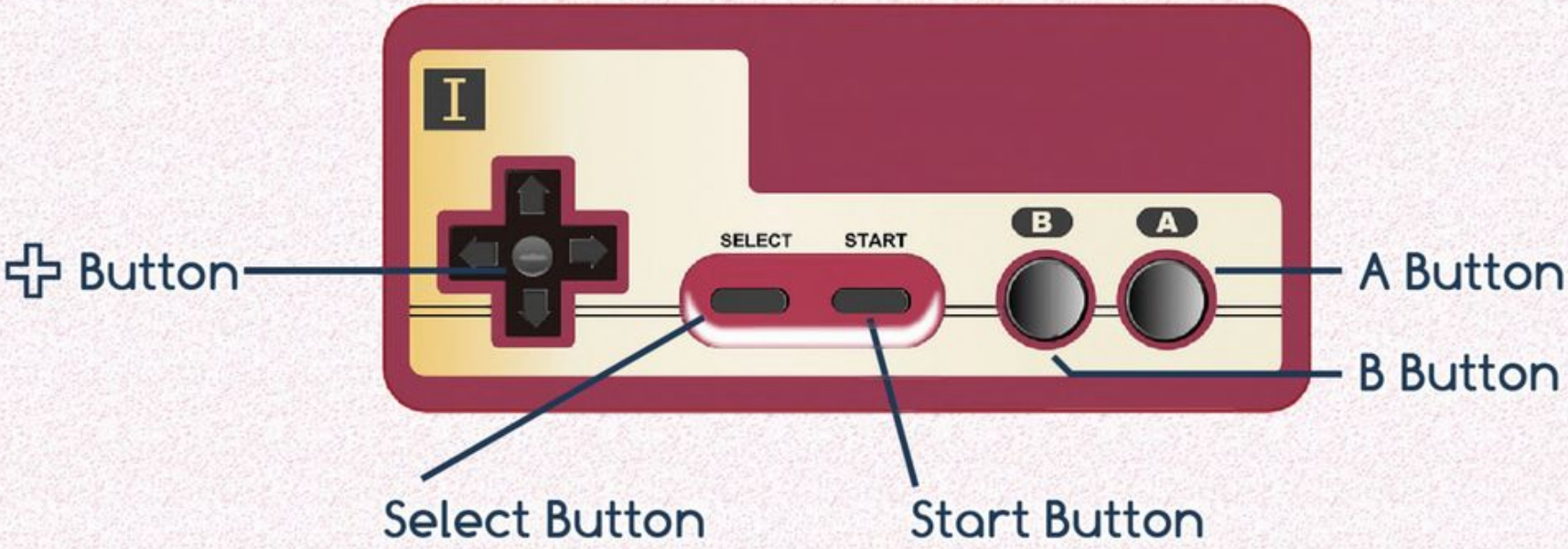
Game Details

Representing the player, the main character of the game, Rody. He wishes to attain the title of Grand Master Swordsman. Rody, as the captain of the King's elite bodyguards, is an esteemed warrior. When he was 22 years old, the talented swordsman had made quite a name for himself, having earned the respect of not only the King, but his daughter as well, Princess Serena. Because of this, the Lord of Demons, Dante, kidnapped Princess Serena. As Commander of the Royal Guard, Rody felt humiliated by his failure to protect her. After this, Rody resigned from his position as Commander of the Royal Guard. As a lone warrior, he went off on his quest to save Princess Serena.

The game's player character, Rody, can be played through five stages: Castle, Ice Cavern, Limestone Cave, Pyramid, and Tower. You can start at any stage you want from the beginning. Each stage has keys and doors to discover. The keys are hidden inside treasure chests. Also inside these chests, a variety of items can be uncovered, which can "power up" Rody. Behind each door, is a boss, each one has its own unique attacks. When the stage's boss is defeated, the stage is cleared.

CONTROLLER OPERATOR'S GUIDE

- This game uses only the 1P controller.



✣ Button

Moves the player up, down, left, and right.

A Button

Switches between usable weapons. When multiple weapons are available, the currently selected weapon is displayed at the bottom center of the screen.

B Button

Attack with the currently selected weapon. (At the start of the game, you will only have the sword.) If you don't have enough MP (Mind Power), you will be unable to attack.

For example, the Red Wand requires 20 MP to attack.

Select Button

- Press on the title screen to choose between "Start" and "Continue."
- Press during the game to pause.

Start Button

- Press on the title screen to start the game.
- Press during the game to bring up the item screen.
- Press it again to resume the game.
- Press during cutscenes to skip.

Game Over & Continue

When the hero's HP reaches zero (from touching enemies or falling into holes), the game ends.

Select Continue on the title screen to try again, retaining the areas you cleared, items you obtained, and EXP you earned previously.

WARNING: You will not retain items from an uncleared stage (i.e. the stage you died on).

The Game Screen

• Items on Screen

① HP ..... The player's current HP.

② MP ..... The player's current MP.

③ Skeleton
Slime ..... Enemy characters.

④ Chest ..... Hides items inside.

⑤ Weapon ..... Your currently selected weapon.

⑥ Rody ..... The player.

The Do's and Don'ts

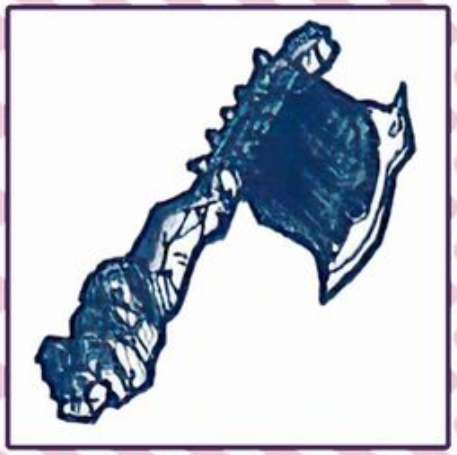
You can start the game on any of the 5 stages, and the story will differ based on the order in which you clear the stages. There are a variety of endings to the game, but only one true ending. Don't give up if you get stuck; just try doing it over again. After defeating a certain number of enemies or picking up a treasure chest, your strength and experience points will increase. (That means your HP and MP will go up!)

Your strength and experience points will be retained even if you perish, so make sure to look for treasure chests right after walloping an enemy. Various weapons are hidden in each stage, too, and finding a powerful one will make clearing the stage a breeze.

Item Types

Bastard Sword

The weapon your character starts the game with. He can use it to damage monsters around him. It has a 3-level power-up.



Battle Axe

Throw it to attack. Its attack power is weak, but it can hit enemies that are far away. Power it up to get a "rapid-fire" move, and power it up to level 3 for a better "rapid fire."

Morning Star

Swing the "star ball" to attack. Its attack power is high, but it leaves your character open to counterattacks. It has 3 power-up levels in all.

Other Uses

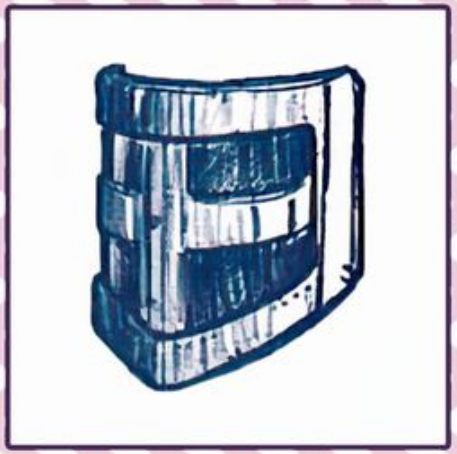
You can also use the Morning Star to cross ravines. Swing it at the wall on the other side of the ravine, (hold down the A button), and release the A button when the Morning Star reaches the wall. Then you'll cross the ravine.

Staff of Star

Attacks with a star spell, firing a star in 8 directions. Powering it up increases its attack power. However, it cannot do "rapid fire."

Plate Armor

Increases your character's defense, slightly decreasing damage from enemy attacks. This armor has a 3-level power-up.



Mirror Shield

Deflect attacks against certain enemies. However, it only works against frontal attacks.

Potion of Heal

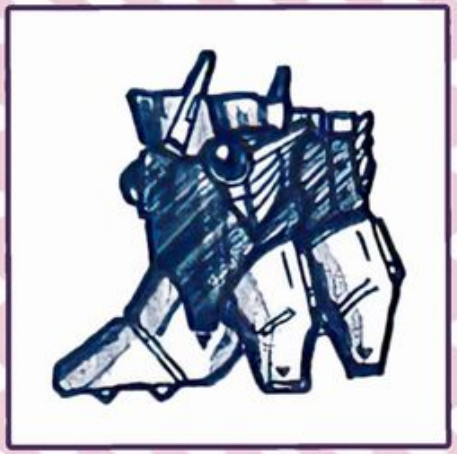
Recovers all of your character's HP.

Jewelry of Power

Recovers all of your character's MP.

Key

Opens the door in each stage.



Hi-power Boots

? ? ?

Cross

Makes your character's sword faster.

Hourglass

? ? ?

Mirror of Truth

? ? ?

Harp of Naga

Decreases MP consumption.

Pendant

A memento of your older sister.

Hero's Proof

Collect all 5 and...

Character Profiles

Name ..... Rody
Race ..... Human
Gender ..... Male
Age 22
Occupation ..... Fighter Mage

Rody became a swordsman at 15 and enlisted as a bodyguard to the royal family at 18. After just 4 years, he not only had the strength to become commander of the bodyguards, but he was a decent young lad who maintained a kind disposition and a sense of justice, and he was trusted by everyone. However, as with all the young soldiers in the kingdom, Princess Serena was still far out of Rody's reach. Ironically, the day Rody finally became aware of his feelings for her was the day Dante the Demon King was resurrected.

And so, in order to rescue the woman he loved... Rody set off on a quest to defeat the Demon King.

Name ..... Serena
Race ..... Human
Gender ..... Female (B83 · W56 · H80)
Age 19
Occupation ..... Princess of Axteria

The sole female descendant of the royal family's bloodline, she is said to be the most beautiful woman on the continent of Astral. As a child, she was attacked by wolves, and a boy protected her despite sustaining serious injuries... The boy's name was Rody, and she secretly has feelings for him. But now she has been kidnapped by Dante the Demon King, and Rody must once again risk his life to save her. All she can do is pray that they will be reunited.

Name ····· Freya
Race ····· Human
Gender ····· Female (B78 · W55 · H79)
Age ····· 17
Occupation ····· Priestess

When she was young, her innate talents were recognized and she was appointed as a priestess to the Kingdom of Xan. While en route to Xan with her elder brother, the two were attacked by barbarians and separated from each other. Her brother was able to reach Xan despite suffering serious injuries, but Freya's whereabouts are still unknown.

Name ····· Siria
Race ····· Human
Gender ····· Female (B85 · W55 · H87)
Age ····· 24
Occupation ····· Mage

Rody's older sister. She was studying under Archmage Bideau, but currently, her whereabouts are unknown. Rumor has it that she fell into the clutches of the Demon King and is being used to control demons. However, Rody does not believe this. Her specialty is fire magic.

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VARIE CORPORATION

株式会社ノバリエ

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Version: 1.0

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A special thanks for his translation patch on "Grand Master"!

Check out the translation patch at:
romhacking.net/translations/1540

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